## AMENDMENTS TO THE CLAIMS

This listing of Claims shall replace all prior versions, and listings, of claims in the application:

## LISTING OF CLAIMS:

1-83. (Cancelled)


84.    (New)  A system comprising:

a multi-layer display comprising:

a first display screen; and

a second display screen overlapping said first display screen; and

a user interface component for designating at least one of said first and second display screens as an active display screen for responding to an input.


85.    (New)  The system of Claim 84, wherein said user interface component comprises at least one of a mouse, a keyboard, and a joystick.


86.    (New)  The system of Claim 84, wherein said user interface component comprises a touchscreen.


87.    (New)  The system of Claim 84, wherein said user interface component comprises at least one of a pen and a stylus.


88.    (New)  The system of Claim 84, wherein said user interface component is operable to designate said at least one active display screen in response to a sound.

89.    (New)  The system of Claim 84, wherein said user interface component is operable to transition a display of a graphical object to said at least one active display screen.

90.    (New)  The system of Claim 89, wherein said input is operable to adjust said display of said graphical object on said at least one active display screen.

91.    (New)  The system of Claim 89, wherein said graphical object comprises at least one of a cursor, an icon and an image.

92.    (New)  The system of Claim 89, wherein said graphical object is associated with a gaming application.

93.    (New)  The system of Claim 89, wherein said graphical object is associated with at least one of a drawing application and a graphical application.

94.    (New)  The system of Claim 84, wherein said input comprises a user input.

95.    (New)  The system of Claim 94, wherein said user input comprises an input to said user interface component.

96.    (New)  A method of designating at least one active display screen in a multi-layer display, said method comprising:

detecting a first input from a user interface component;

determining at least one display screen of said multi-layer display associated with said first input; and

designating said at least one display screen of said multi-layer display as said at least one active display screen for responding to a second input.

97.    (New)  The method of Claim 96, wherein said user interface component comprises at least one of a mouse, a keyboard, and a joystick.

98.    (New)  The method of Claim 96, wherein said user interface component comprises a touchscreen.

99.    (New)  The method of Claim 96, wherein said user interface component comprises at least one of a pen and a stylus.

100.    (New)  The method of Claim 96, wherein said user interface component is operable to generate said first input in response to a sound.

101.    (New)  The method of Claim 96 further comprising:

transitioning a display of a graphical object to said at least one active display screen.

102.    (New)  The method of Claim 101 further comprising:

detecting said second input; and

adjusting said graphical object displayed on said at least one active display screen in response to said second input.

103.    (New)  The method of Claim 101, wherein said graphical object comprises at least one of a cursor, an icon and an image.

104.   (New)  The method of Claim 101, wherein said graphical object is associated with a gaming application.

105.   (New)  The method of Claim 101, wherein said graphical object is associated with at least one of a drawing application and a graphical application.

106.   (New)  The method of Claim 96, wherein said second input comprises a user input.

107.   (New)  The method of Claim 106, wherein said second input comprises an input to said user interface component.

108.   (New)  A computer-usable medium having computer-readable program code embodied therein for causing a computer system to perform a method of designating at least one active display screen in a multi-layer display, said method comprising:

   detecting a first input from a user interface component;

   determining at least one display screen of said multi-layer display associated with said first input; and

   designating said at least one display screen of said multi-layer display as said at least one active display screen for responding to a second input.

109.   (New)  The computer-usable medium of Claim 108, wherein said user interface component comprises at least one of a mouse, a keyboard, and a joystick.

110. (New) The computer-usable medium of Claim 108, wherein said user interface component comprises a touchscreen.

111. (New) The computer-usable medium of Claim 108, wherein said user interface component comprises at least one of a pen and a stylus.

112. (New) The computer-usable medium of Claim 108, wherein said user interface component is operable to generate said first input in response to a sound.

113. (New) The computer-usable medium of Claim 108, wherein said method further comprises:

transitioning a display of a graphical object to said at least one active display screen.

114. (New) The computer-usable medium of Claim 113, wherein said method further comprises:

detecting said second input; and

adjusting said graphical object displayed on said at least one active display screen in response to said second input.

115. (New) The computer-usable medium of Claim 113, wherein said graphical object comprises at least one of a cursor, an icon and an image.

116. (New) The computer-usable medium of Claim 113, wherein said graphical object is associated with a gaming application.

117.   (New)  The computer-usable medium of Claim 113, wherein said graphical object is associated with at least one of a drawing application and a graphical application.

118.   (New)  The computer-usable medium of Claim 108, wherein said second input comprises a user input.

119.   (New)  The computer-usable medium of Claim 118, wherein said second input comprises an input to said user interface component.